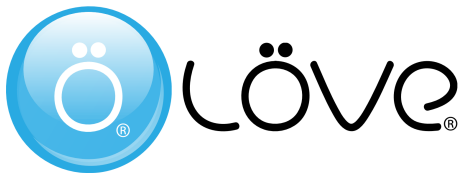


Game On

Spiele programmieren mit LÖVE

GPN 11 // vrl d

what is



... baby don't hurt me

LÖVE

- Open Source 2D Game Framework
- Lua Scripting
- Windows, OSX, Linux (+ Dingo, Caanoo, OpenPandora)
- www.love2d.org
- www.love2d.org/wiki - Einstiegshilfe
- www.love2d.org/forums - Ausführliche Hilfe
- [#love@irc.freenode.net](irc://#love@irc.freenode.net) - Schnelle Hilfe



Lua

- Programming in Lua: www.lua.org/pil
- Referenz: www.lua.org/manual/5.1
- Lua Users: lua-users.org/wiki
- Lua Missions: github.com/kikito/lua_missions

Batteries

Wichtig:

- `love.graphics`
- `love.audio`
- `love.keyboard`, `love.mouse`, `love.joystick`

Auch da:

- `love.physics`
- `love.filesystem`
- `love.thread`
- `love.sound`
- `love.timer`
- `LuaSocket`

Hello, LÖVE

main.lua

```
function love.draw()  
    love.graphics.print("Hello, LÖVE", 10, 10)  
end
```

Magnets, ... ?

Running stuff:

- Drag and Drop
- `love /path/to/game/folder`
- `love /path/to/game.love`
- `open -a love /path/to/game[.love]`

Distributing stuff:

- Umbenannte .zip Datei
- `main.lua` im top-level
- Alles andere egal

make love

make: Nothing to be done for 'love'.

```
love = /path/to/love
```

```
zip = /usr/bin/zip
```

```
luac = /usr/bin/luac
```

```
game = AWESOMEGAME
```

```
sources = *.lua */*.lua
```

```
res = img/*.png snd/*.ogg
```

```
.PHONY : run love clean
```

```
run : test
```

```
$(love) .
```

```
test : $(sources)
```

```
$(luac) -p $(sources)
```

```
love : $(game).love
```

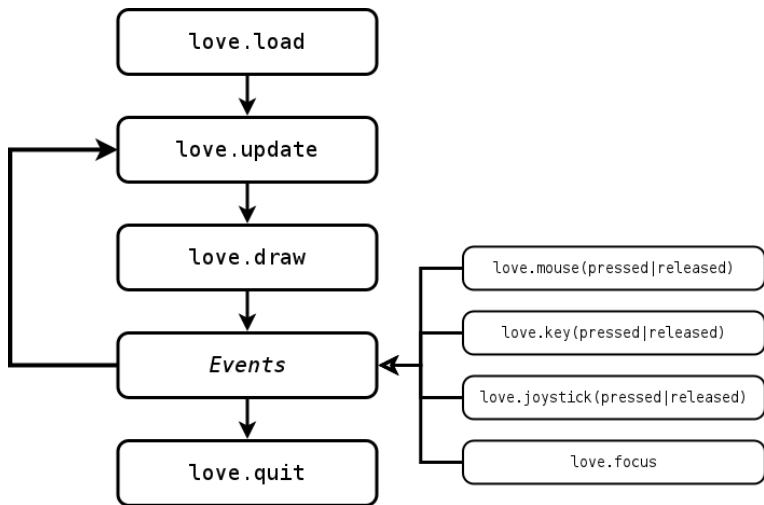
```
$(game).love : $(sources) $(res)
```

```
$(zip) $(game).love $(sources) $(res)
```

```
clean :
```

```
rm $(game).love
```

Gameloop



Hamsterball

```
function love.load()
    hamster = {
        img = love.graphics.newImage('hamster.png'),
        x = 400, y = 300
    }
end

function love.update(dt)
    if love.keyboard.isDown('up') then
        hamster.y = hamster.y - dt * 100
    elseif love.keyboard.isDown('down') then
        hamster.y = hamster.y + dt * 100
    end
    if love.keyboard.isDown('left') then
        hamster.x = hamster.x - dt * 100
    elseif love.keyboard.isDown('right') then
        hamster.x = hamster.x + dt * 100
    end
end

function love.draw()
    love.graphics.draw(hamster.img, hamster.x, hamster.y)
end
```

Libraries

- **An Animation Library** (*von bartbes*)
 - (Sprite-)Animationen
 - love2d.org/wiki/AnAL
- **LUBE** (*von bartbes*)
 - LuaSocket wrapper
 - love2d.org/wiki/LUBE
- **MiddleClass und MiddleClass Extras** (*von kikito*)
 - Klassen-system mit vielen Features
 - github.com/kikito/MiddleClass
- **Helper Utilities for Massive Progress** (*von mir*)
 - Gamestates, Timer, Vektoren, Klassen-System, Kamera, Ringbuffer
 - vrld.github.com/hump
- **HardonCollider** (*von mir*)
 - Kollisionserkennung
 - vrld.github.com/HardonCollider

Code On!